

# **Photofont Start 2.0**

**for Macintosh® and Windows®**

## **User Manual**

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# Introduction

Thank you for purchasing Photofont Start – a basic plug-in utility adding new features to Adobe Photoshop, Adobe Illustrator and other graphic applications.

The key feature of Photofont Start is the ability to use true color PhF fonts in your designs.

# About this Manual

This manual covers both the Macintosh and Windows versions of Photofont Start 2.0.

The following chapters describe all of Photofont Start features in full detail. They are organized to cover all aspects of the plug-in's usage.

## **Getting Started**

This chapter introduces PhotoFont technology and covers the process of Photofont Start plug-in installation.

## **Using the Photofont Start Plug-In**

This chapter explains in detail how to use photo fonts in Adobe Photoshop and other applications that support Photoshop plug-ins/filters.

# System Requirements

**The Macintosh** version of Photofont Start requires the following hardware and software configurations:

- a Power PC or Intel based computer capable of running Mac OS 9.1 or Mac OS X
- one of the following versions of Mac OS:
  - Mac OS 9.1 or later classic operating system (v 9.2.2 is recommended) with CarbonLib 1.6 or later or
  - Mac OS X 10.2 or later.

**The Windows** version of Photofont Start requires one of the following hardware and software configurations:

A PC computer capable of running one of the following versions of Windows: Windows 98, Windows ME, Windows NT 4.0, Windows 2000, Windows XP or Windows Vista with one of these operating systems installed.

Since Photofont Start is a plug-in it also needs Adobe Photoshop or Adobe Illustrator to be installed on the same computer.

# Application Compatibility

PhotoFont Start has been tested and found **compatible** with following applications: Adobe Illustrator CS for Windows, Adobe Illustrator CS2 for Windows, Adobe Illustrator CS3 for Windows, Adobe Photoshop CS, Adobe Photoshop CS2, Adobe Photoshop CS3, Adobe Photoshop Elements 3, Adobe ImageReady CS, Adobe ImageReady CS2, Corel Draw 12, Corel Photo-Paint 12, Corel Painter IX, Jasc Paint Shop Pro 7/8/9, Corel Paint Shop Pro X. If your application is not listed but the application vendor claims that your application supports Photoshop plugins/filters, PhotoFont Start may be compatible with your applications, so you're welcome to try it out.

PhotoFont Start is **not compatible** with Adobe Illustrator for Mac, Adobe Fireworks CS3, Macromedia Fireworks, Macromedia Freehand, ACDSystems Canvas / Deneba Canvas, Corel Painter Essentials 3.

PhotoFont Start has not been tested but **may be compatible** with Adobe PhotoDeluxe, Adobe PageMaker, CiEBV Photoline 32, Corel Photo House, imageN, IrfanView, Megalux Ultimate Paint, Microfrontier Color It, Microsoft Photodraw 2000, Micrografx Picture Publisher, Right Hemisphere Deep Paint, SPG Colorworks: WEB, Ulead Photo Impact, Ulead Gif Animator, Ulead PhotoExpress. Please [let us know](#) if you have found an application that works well with PhotoFont Start that is not yet listed here.

# Getting Started

This chapter introduces the PhotoFont technology and describes the process of Photofont Start plug-in installation. We will use the terms “PhF font” and “font in PhF format” here and later when speaking about font files based on the PhotoFont technology.

To learn more about PhotoFont technology or get additional fonts please browse to [PhotoFont web site](#).

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## What Is PhotoFont?

With the Photofont Start plug-in you can use special color bitmap fonts in Adobe Photoshop and other image-editing applications. What are these fonts?

PhotoFont (PhF) technology was first introduced in BitFonter 1.0 – a bitmap font editor from Fontlab Ltd. PhF is an XML-based format for describing and exchanging bitmap color fonts. PhF is being developed as an open standard.

Since PhF is a special bitmap font format using XML, this makes it independent of any particular operating system or programming language, and allows users to easily communicate using PhF in their own applications. Fonts in PhF format can be used in graphic and web design, electronic publishing and other similar fields. PhF also allows users to store graphic data in a manner similar to other font formats.

Here are some examples showing what PhF fonts look like:



MUSIC FONT SAMPLE  
HAPPY NEW YEAR!  
PATTERNEED GLYPHS  
Fire burning text string  
TASTY STRING OF TEXT

# Installing the Plug-In

## Installing Photofont Start for Mac

### To install Photofont Start for Photoshop:

1. Quit all open applications and disable any antiviral utilities that may prevent proper installation.
2. Run the Photofont Start CS3 Installer.
3. The Mac OS X may ask you for your login password:



Enter your login password and click **OK**. Then follow the installer's on-screen instructions.

The installer will put the plug-in into the “Library/Application Support/Adobe/Plug-Ins/CS3” folder.

Note that you must have enough user privileges to install software on Mac OS X.

### Installing for Adobe Illustrator 10

If you are going to use Photofont Start with Adobe Illustrator for Mac you will need to copy the “Photofont Start” file to the “Plug-ins/Photoshop Effects” folder in Illustrator’s folder. On Mac OS 9 copy the whole “Photofont Start” folder there.

# Installing Photofont Start for Windows

The following sections summarize installation procedures for the most popular image editing applications on Windows that Photofont Start is compatible with.

## Installing for Adobe Photoshop 6 and later, Photoshop Elements, ImageReady

1. Quit all open applications and disable any antiviral utilities that may prevent proper installation.
2. Run the PS2Win.exe file and follow the installer's on-screen instructions.

The installer will put the plug-in into the "Plug-Ins" folder in your Photoshop, Photoshop Elements or ImageReady application folder, it would be typically *c:\Program Files\Adobe\Adobe Photoshop CS3\Plug-ins*. If the installer doesn't find Adobe Photoshop on your hard disk or if you don't have Adobe Photoshop installed but have Adobe Illustrator you may set the destination by pressing the **Browse** button.

## Installing for Adobe Illustrator CS-CS3

Run the Photofont Start installer. When the installer asks you for the folder, choose the "Plug-ins" (or "Plugins") subfolder inside of the Illustrator application folder. For Illustrator CS3, it would be typically *c:\Program Files\Adobe\Adobe Illustrator CS3\Plug-ins*.

If you want to use the Photofont plug-in in both Photoshop and Illustrator, install the plug-in into the Photoshop plug-ins folder (see above). Then, in Illustrator go to **Preferences > Plug-ins & Scratch Disks**, in the Plug-ins Folder section click on **Choose** and select the Photoshop plug-ins folder.

➲ **Note:** When working with Photofont Start in Illustrator CS-CS3, we recommend you to use the Rectangle Tool. Draw a rectangle (with no stroke and no fill) and apply the plugin. Illustrator CS2 supports transparency in photofonts even across different objects!

## Installing for Corel Photo-Paint and Corel Draw

Run the Photofont Start installer. When the installer asks you for the folder, choose the "Plugins" subfolder inside of the Corel Graphics folder. For Corel Photo-Paint 12 and Corel Draw 12, it would typically be *c:\Program Files\Corel\Corel Graphics 12\Plugins\*.

If you want to use the Photofont plug-in in both Photoshop and in Corel Photo-Paint, install the plugin into the Photoshop plug-ins folder (see above). Then, in Corel Photo-Paint go to **Tools > Options**, select **Workspace / Plug-Ins** from the list box on the left, click on the **Add** button and choose the location of the Photoshop plug-ins folder. Close the Options dialog and the plugins will appear in the **Effects** menu (in Photo-Paint) or **Bitmaps > Plug-Ins** (in Draw).

- ☞ **Note:** Photofont Start in Corel Draw only works on bitmap objects. Either import a bitmap, or create any object and convert it to bitmap using **Bitmaps > Convert to Bitmap**. When converting to bitmap, choose **RGB Color (24-bit)**. Corel Draw only supports transparency in photofonts within the same bitmap object.

## Installing for Corel Painter

Run the Photofont Start installer. When the installer asks you for the folder, choose the "Plugins" subfolder inside of the Corel Painter folder. For Corel Painter IX, it would typically be *c:\Program Files\Corel\Corel Painter IX\Plugins\*.

If you want to use the Photofont plug-in both in Photoshop and in Painter:

- for Painter versions earlier than IX, install the plug-in into the Photoshop plug-ins folder (see above). Then in Painter, choose **Preferences > Plugins...** from the **Edit** menu and select the folder where the 8bf files are located. After restarting Painter, the plug-ins will appear on the **Effects** menu.
- in Corel Painter IX, simply copy the contents of the FontLab subfolder from the Photoshop plug-ins folder into the Painter plug-ins folder.

- ☞ **Note:** When working with Photofont Start, we recommend you to create a new layer before applying the plug-in.

### Installing for Corel Paint Shop Pro / Jasc Paint Shop Pro

Run the Photofont Start installer. When the installer asks you for the folder, choose the "PlugIns" subfolder inside of the Paint Shop Pro folder. For Corel Paint Shop Pro X, it would typically be *c:\Program Files\Corel\Corel Paint Shop Pro X\PlugIns\FontLab*.

If you want to use the Photofont plug-in in Photoshop and in Paint Shop Pro, install the plug-in into the Photoshop plug-ins folder (see above). Then:

- in Corel Paint Shop Pro X and Jasc Paint Shop Pro 8-9, choose **Preferences > File Locations** from the **File** menu, select the **Plug-ins** item from the list box, click on the **Add** button, click on the **Browse** button and select the Photoshop plug-ins folder. After pressing two times **OK**, the plug-in(s) will appear in the **Plug-in Filters** submenu of the **Effects** menu.
- in Jasc Paint Shop Pro 7, choose **Preferences > File Locations** from the **File** menu, click on the **Plug-in Filters** tab and select the Photoshop plug-ins folder. After pressing **OK**, the plugins will appear in the **Plug-in Filters** submenu of the **Effects** menu.

⌚ **Note:** When working with Photofont Start, we recommend you to create a new raster layer before applying the plug-in.

# PhF Font Installation

To use fonts in the PhF format you must place them in the system. The Photofont Start plug-in Installer creates the default place for the fonts:

## Windows

the “Photofonts” folder in the “My Documents” folder and store additional fonts there.

## Mac OS X

the “Photo Fonts” folder in the /Library folder. You may also create your own “Photo Fonts” folder in the ~Home/Library folder and store additional fonts there.

## Mac OS 9

the “Photo Fonts” folder in the System Folder on your startup disk.

- ⌚ **Note:** You cannot yet use standard font management utilities to manage fonts in the PhF format.
- ⌚ **Note:** If the PhF font consists of several files – the main XML-based text file and the bitmap image (or images) in the PNG format – all files should be placed in the same folder.

# Using the Plug-in

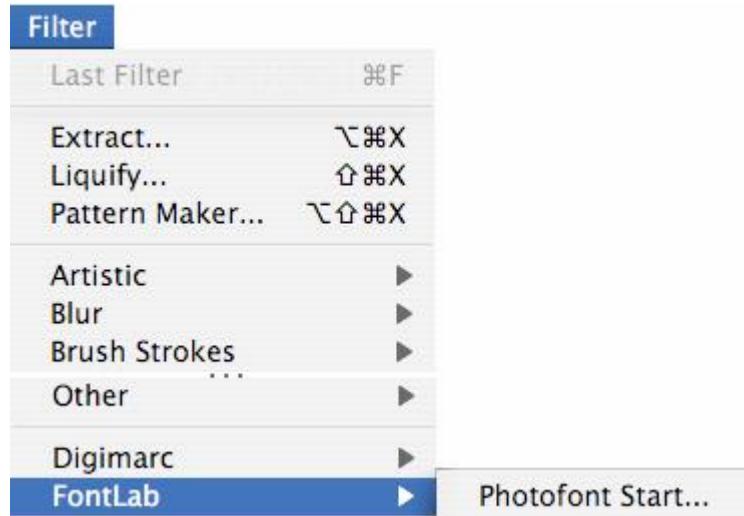
With the Photofont Start plug-in you can use installed PhF fonts in Adobe Photoshop and other apps that support Photoshop plug-ins/filters. It also helps you to install new fonts.

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# Photofont Start In Adobe Photoshop

After you install the plug-in, a new command appears in the **Filter** menu in Adobe Photoshop.

Launch Adobe Photoshop and create a new or open an existing document. We recommend you then create a new layer for photo font text. To start using the Photofont Start plug-in select the **Photofont Start** command in the **FontLab** section of the **Filter** menu:

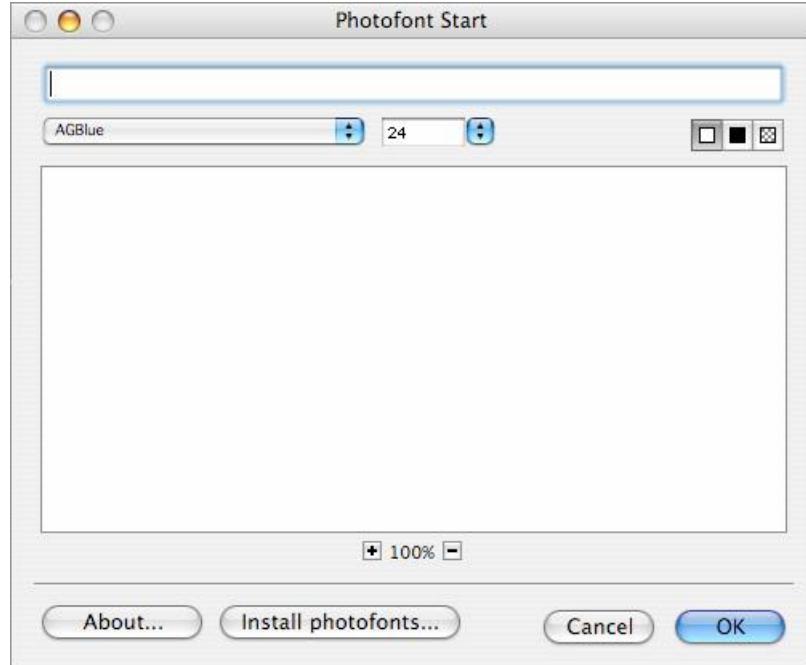


It will take a few seconds to initialize the plug-in. The more PhF fonts you have installed in the system the more time it takes to start the plug-in.

The plug-in uses RGB color space, as do photo fonts. When you apply the plug-in, Photoshop will convert the plug-in's result to the current image mode (CMYK, grayscale, etc.) according to Photoshop's color settings.

# Photofont Start Plug-In Interface

When the Photofont Start plug-in starts the plug-in's **Photofont Start** window appears on the screen:



The Photofont Start Text window has the following parts:

- Top Toolbar area
- Preview area
- Command area

The **Top Toolbar** area contains the edit box for text, the **Font** popup menu, the **Size** popup menu and three buttons for changing the background in the Preview area.

The **Preview** area is the area for showing your text string in the current font.

The **Command** area contains four buttons:

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<b>About</b>	Shows the info about Photofont Start plug-in
<b>Install photofonts</b>	Allows you to quickly install new photofonts
<b>Cancel</b>	Closes the Photofont Start plug-in without applying the results
<b>OK</b>	Closes the Photofont Start plug-in while applying the results to your image.

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## Changing the Text Properties

The edit box in the top toolbar is the area where you type the text that you want to add to your drawing. Just click it and type.

**To apply a font to the entered text**, choose a font in the **Font** popup menu:



The Font popup menu lists all the PhF fonts installed on the system.

**To change the size of the text**, use the **Size** pop-up menu:



Remember that fonts in the PhF format are always designed at a fixed point size and pixel resolution. Point sizes at which the font was designed are marked bold in the **Size** pop-up menu. Using larger than twice point sizes may decrease the image quality. On the other hand, scaling a high-resolution glyph down will not decrease the quality but may result in losing the glyph's details.

### Changing the View in the Preview area

To reduce or enlarge the string preview use the + and - controls below the **Preview** area. If you choose a bigger zoom mode you will see more detailed glyphs. However, in the larger zoom modes not all of the text will lie inside the window bounds so you will have to use the **Hand** tool to see the different parts of the preview.

Click on one of three buttons to choose among white, black and transparent background:



The background options do not affect the text or the image. They just help you to preview the result of text overlapping the specified background. There could be “white” or just “light” PhF fonts and you would not be able to see the text typed with these fonts on the default white background. It is very useful to set the background to black in such cases.

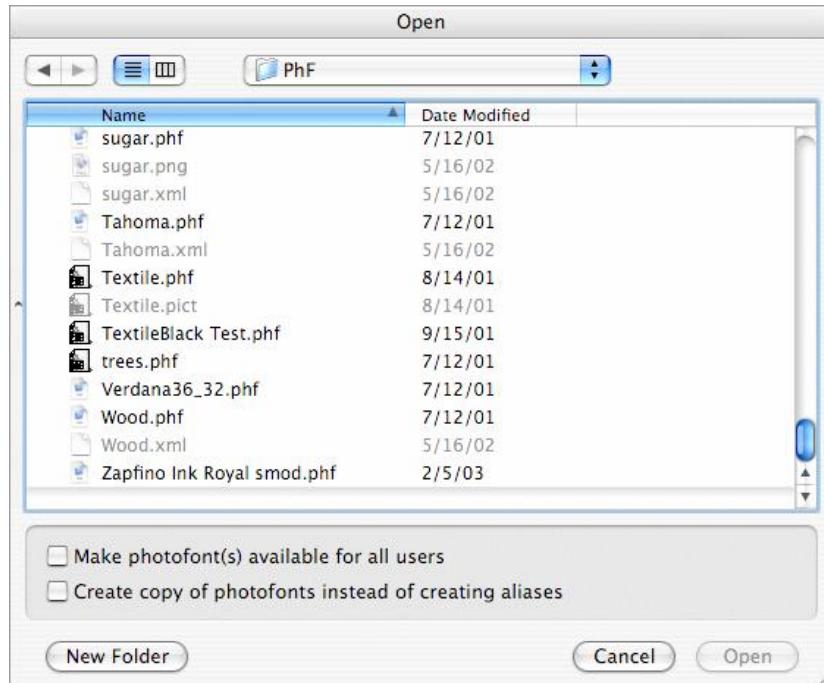
### Finishing the Photofont Start Operation

When your text is ready – that is you have typed it into the editing field and applied the particular font and point size – you can finish adding the Photofont Start text to your image by clicking on the **OK** button in the Command area. To close the plug-in window without adding text to the image, click on the **Close** button.

When you click on the **OK** button the plug-in rasterizes the text and places the image in the current layer of your Adobe Photoshop image and closes the **Photofont Start** window. Note that the colors may change to fit the image color mode.

## Installing New PhF Fonts

If you obtain new Photofonts and have them on your local hard disk you must install them in your system. You may install the fonts manually as described in the [PhF Fonts Installation](#) section above or use the **Install photofonts** button in the Commands area of the plug-in. When you click on this button the **Open** dialog appears:



Choose the fonts that you want to be installed and click on the **Open** button.

If you switch on the option **Make photofonts available for all users** the fonts will be added to `/Library/Photo Fonts/` folder.

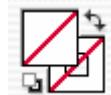
By default the plug-in doesn't move or copy fonts. Instead it creates aliases for the original files. Switch on the **Create copy of photofonts...** option if you want to make a copy. In this case you may move or delete the original font files.

# Photofont Start In Adobe Illustrator 10

Like in Adobe Photoshop the new command appears in the **Filter** menu in Adobe Illustrator. The same command appears in the **Effect** menu as well.

Launch Adobe Illustrator and create a new or open an existing document. To start using the Photofont Start plug-in:

1. Select the **Rectangle Tool** in Illustrator's toolbar.
2. Draw a rectangle approximately equal to the expected size of your text.
3. Make the rectangle transparent (unfilled). The stroke color doesn't matter but let it be 'none' too:



4. Select the **Photofont Start** command in the **FontLab** hierarchical menu in the **Effect** menu.

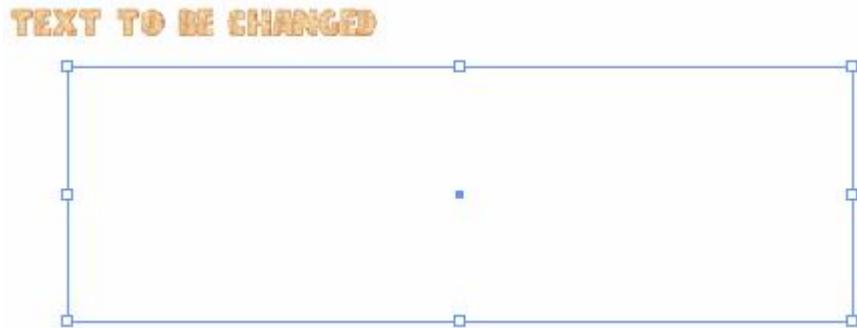
It may take a few seconds to initialize the plug-in. The more PhF fonts you have installed in the system the more time it takes to start the plug-in.

Refer to the previous section for information on how to use the Photofont Start plug-in.

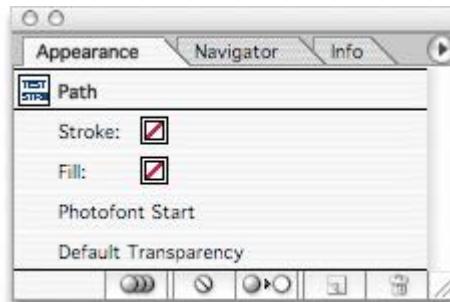
After you apply the Photofont Start effect to an outline object the object changes its default attributes, so the next time you use the Rectangle Tool the Photofont Start is applied automatically. You may change the PhF text in these objects.

**To edit the PhF text for the object:**

1. Select the object in your drawing:



2. Open the **Appearance** panel:



3. Double-click on the **Photofont Start** item in the Appearance panel. The Photofont Start window will open allowing you to enter other text and/or change the font for the object.

Before you transfer your Illustrator document to another computer you should flatten the PhF objects with the **Rasterize** command.

Using the **Effect** menu is recommended, but there is another way to add PhF text in Illustrator:

1. Repeat steps 1-3 described earlier.
2. Choose the **Rasterize** command in the **Object** menu.
3. Select the appropriate resolution, transparency etc. settings in the **Rasterize** dialog box and click on **OK**. Now you have the raster object but no outline.
4. Select the **Photofont Start** command in the **FontLab** submenu in the **Filter** menu and type the text.

Using the **Filter** menu doesn't apply attributes to the object, it just changes the object. You cannot change the text in the raster objects as you could with outline objects.